GAMER EXTRA

BATTLEFIELD BAD COMPANY 2

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BATTLEFIELD Special

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BATTLEFIELD Special

Battlefield Bad Company 2 is considered the best Battlefield game of all time by most gamers with Battlefield 3 a close 2nd.

Bad Company 2 was ground breaking game that set the standard for future Battlefield games which made Dice and Electronic Arts a major player in the development of first person shooter games.

When Bad Company 2 was released in 2010 its was competing against games like Call of Duty Black Ops and Medal of Honor.

Unlike Medal of Honor, Battlefield Bad Company 2 was not overshadowed by the behemoth that was Call of Duty Black Ops and stood its own ground as one of the best multiplayer games 2010,

Bad Company 2 offered blistering online action for up to 32 players on the PC and 24 on the consoles with large, destructible maps and vehicles.

While not as big as the regular Battlefield games, Bad Company 2 excelled as a fast paced online shooter without sacrificing the strategic and tactical elements of the original games.

Multiplayer game is where Bad Company 2 truly shined.

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The game is primarily a squad-level first-person shooter based in a contemporary modern warfare setting.

Additionally, the game includes a single-player campaign, where the player re-assumes the role of Preston Marlowe, the original game's protagonist.

The game's Frostbite 1.5 engine allows for destructible environments. Multiplayer maps, which allow for five different game modes, contain a wide selection of vehicles, aircraft and emplacements.

Bad Company 2 heavily emphasizes destructible environments.

Large sections of most buildings can be destroyed by explosives, and some walls and fences break down under barrages of bullets, with the game's physics engine realistically simulating the destruction.

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Game play

While Bad Company 2 is primarily a first-person shooter, it follows other games in the series by allowing the player to control certain vehicles, including tanks and helicopters.

On foot, players are given access to a variety of real-world small arms such as assault rifles and machine guns. Players can also jump, crouch, and sprint.

They can carry one primary weapon and a pistol in multiplayer, or two primary weapons in single-player, as well as grenades and other equipment.

Players can fire "from the hip", but zooming in and using iron sights, reflex sights, or telescopic sights (depending on the weapon) will provide much better accuracy when shooting.

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THE GAME UTILIZES A "REGENERATING HEALTH" SYSTEM, RATHER THAN GIVING PLAYERS HEALTH POINTS AS OLDER GAMES IN THE BATTLEFIELD SERIES HAVE DONE.

TO ACCOMMODATE THIS IN MULTIPLAYER, THE "MEDIC" EQUIPMENT NOW ACCELERATES HEALTH REGENERATION RATHER THAN DIRECTLY RESTORING THE PLAYER'S HEALTH.

IF THE PLAYER IS WOUNDED, THEY MUST TAKE COVER AND AVOID DAMAGE IN ORDER TO REGAIN HEALTH.

A HEAVILY WOUNDED PLAYER WILL SEE DIRT AND BLOOD AROUND THE EDGES OF THE SCREEN, AS AN ILLUSTRATION OF INJURY.

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SINGLE PLAYER

EACH WEAPON IN THE CAMPAIGN IS CONSIDERED A COLLECTIBLE - THE FIRST TIME THE PLAYER PICKS UP THAT TYPE OF WEAPON, A "COLLECTIBLE UNLOCKED" MESSAGE APPEARS.

THERE ARE ALSO SENSOR STATIONS THROUGHOUT THE CAMPAIGN WHICH THE PLAYER CAN FIND AND DESTROY - THIS IS ALSO RECORDED IN THE CAMPAIGN STATS.

"SUPPLY DROP" CRATES ARE SCATTERED THROUGHOUT THE MISSIONS, WHERE THE PLAYER CAN EXCHANGE WEAPONS AND REPLENISH AMMO.

THE SUPPLY DROP CRATES WILL REMEMBER ANY WEAPON THE PLAYER PICKS UP AND THIS WEAPON WILL THEN BE AVAILABLE FOR THE REST OF THE CAMPAIGN.

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Multiplayer

Multiplayer is class-based, with four classes: Assault, Engineer, Medic, and Recon.

Each class has a variety of unique weapons and equipment, and serves a specific role in combat.

There are also some weapons that can be used by any class, such as pistols and shotguns.

Each class gains experience and levels up separately.

New items are unlocked by earning experience points, which are gained for performing actions conducive to the goals of the player's team, such as eliminating enemy players, healing teammates, or capturing or defending points of interest.

These points count towards a total of 50 ranks.

Bonuses to the base number of points can be awarded under certain circumstances (such as eliminating an enemy by means of a head shot).

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Multiplayer mode features 15 vehicles, including new additions, such as the Sikorsky UH-60 Black Hawk, a quad bike, a four-man patrol boat, a personal watercraft.

The available maps are set in various environments such as South America and Alaska, near the borders of Russia, similar to those seen in the

single-player.

A dog tag system, as seen in Battlefield 2142 and Battlefield: Bad Company, is also used, awarding players with their opponents' dog tags when they defeat them with a knife attack.

Players can use party chat for each game mode.

The game uses the Punk Buster anti-cheat program to protect from cheaters in online multiplayer matches.

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Bad Company 2 features several game types:

Conquest: Features the classic game play of the Battlefield series.

Players must capture and defend flags for as long as possible.

If a base is taken, it can be recaptured, and the cycle can repeat until the game's end.

Every kill depletes one ticket, and tickets gradually decrease when one team controls more than half of the flags on the map.

Vehicles can spawn once a flag is captured.

When one team's tickets are depleted, that team will lose the game.

Lost tickets can be regained by reviving fallen teammates.

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Onslaught: Tasks one squad of up to four players to capture certain points on the map, allowing the squad to advance.

The game is won by capturing all the points. Unlike other modes, the only enemies are bots.

This game mode features new lighting and time of day on existing maps, as well as new vehicles.

It is available for Xbox 360 and PS3 only; a PC version was planned, but was canceled.

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Rush: Players must defend or destroy pairs of M-COM stations until either the attackers run out of respawn tickets or all of the stations are destroyed.

Lost tickets can be regained by reviving fallen teammates.

An M-COM station can be destroyed by planting a charge, using explosive weapons or ballistics, or simply by demolishing the building in which it is located.

However, not all M-COM stations exist in destructible buildings, forcing players to use a variety of methods to achieve the same goal.

When a charge is planted by the attacking team, an alarm is activated and the defenders have a limited amount of time to get to the M-COM station and disarm the bomb before it detonates.

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Squad Death Match: Features up to four squads, each fighting against the other.

An infantry support vehicle is available for any squad to claim, giving a significant advantage.

The first squad to score fifty kills wins the match.

Squad Rush: Similar to Rush, but consists of only two squads, one defending and the other attacking.

The maps used for Squad Rush are smaller versions of those for both Conquest and Rush modes.

There are only 2 M-COM stations in each round.

Setting

Bad Company 2 is set in the near future during the fictional Second Russo-American War between the United States and Russian Federation, the latter supporting the fictional Latin American Militia, a rebel group operating in South America.

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Downloadable content....

Several map packs have been released for the game.

Map Pack 1

It added two new maps: Nelson Bay for Rush mode and Laguna Alta for Conquest.

Map Pack 2

Laguna Presa for Rush and Arica Harbor for Conquest.

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Map Pack 3

The Laguna Alta map was made available for Squad Rush, and the Nelson Bay map was made available for Squad Death-match.

Map Pack 4

The Atacama Desert map was made available for Rush and the Port Valdez map for Conquest."

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Map Pack 5

The White Pass map was made available for Rush and the Nelson Bay map for Conquest.

Map Pack 6

The Panama Canal map was made available for Squad Death-match and the Laguna Presa map for Squad Rush.

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Map Pack 7

Includes two maps ported from the first Bad Company game; "Oasis" and "Harvest Day", both of which are playable in all game modes.

As well as these, two maps from the single-player campaign were ported to multiplayer; "Cold War" was made available for Rush, Squad Rush and Squad Death-match while "Heavy Metal" was made available for Conquest and Squad Death-match.

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In Onslaught, up to four players co-operatives face endless waves of computer-controlled enemies.

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Vietnam

Bad Company 2: Vietnam is an expansion pack for Bad Company 2 which takes place during the Vietnam War.

The expansion has received positive reviews, with praise for its "fun, close encounters" and use of licensed music tracks from the Vietnam War era.

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The expansion pack contains 5 new maps, 6 new vehicles, and 15 new weapons.

The fifth map, Operation Hastings, was originally set to be unlocked when the playing community reached 69,000,000 team play actions (revives, resupplies, assists etc.) on each platform. While it was unlocked for PC.

Map was released early on PlayStation 3 and Xbox 360 as a "New Year's gift" from DICE.

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It also includes 49 contemporary music tracks which can be listened to via an in-game radio, as well as new voice overs for both American and

Vietnamese forces, based on authentic communication from the Vietnam War.

Battlefield: Bad Company 2: Vietnam received generally positive reviews.

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